

Experiences with a Multi-Protocol network monitor

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Contents

- λ one-slider on Projects @ Cambridge
- λ Nprobe/GRIDprobe Monitor
- λ Experiences with...
 - λ Behaviour example
 - λ Content example
 - λ Visualizer example
- λ Where next...



Projects at Cambridge on Monitoring

λ Nprobe/GRIDprobe/Xenoprobe

Computer Laboratory

(Collectively known as *probe or (star)probe)

λ CoMo

Intel Research Cambridge + friends

Planning for convergence, also taking in Hyperion
(U.Mass)



GRIDprobe Objective

- λ (Nprobe prototyped/grew-into GRIDprobe)
- λ Scalable Monitoring Architecture (tool building)
 - λ 1 & 10Gbps and viable strategy for 40Gbps
- λ Multi-protocol monitoring
 - λ Understand network and application behaviour
At the same time.
- λ Originally University of Cambridge & Marconi (RIP)
- λ Now Cambridge with association from Intel
- λ Duration Oct. 2002 – Sep. 2005



Status

- λ Several working test deployments (1Gbps)
- λ Prototype for 10 Gbps
- λ Code base is planned for a public release
- λ Experience with the dataset/database/dataware-house issues
- λ Adding new protocol modules
- λ Using Experience to drive next architecture



Where does this tool fit in?

“When you have a hammer, every problem looks like a nail.”

- λ We want current network data
 - λ High-resolution timer
 - λ High-speed (current deployment: 1 Gbps)
- λ We want to collect enough information to see the interaction between layers
- λ We want to use commodity (no custom) hardware to maximize deployment and minimize cost



Nprobe: our current implementation

- λ Current Nprobe system performs full line-rate capture on commodity hardware
- λ Nprobe is a multi-protocol monitor: collecting network, transport & application data
- λ Nprobe processes network, transport & application layers to provide compression as well as extracting useful information (e.g., application features)



What we are NOT

- λ We are not just some IDS – they do a few things that superficially look the same – ultimately these things are not the same.
- λ We want to collect as much as possible – they want to collect the minimum and to compare as quick as possible.
- λ we want to interpret the full application – they want to string-match then move on.



What is the problem?

In a perfect world:

Cheaply (using commodity PCs)

Record 1, 10, (MAXINT) Gbps

Full duplex

Onto disk

With minimal loss

Ouch!

Not as bad as all that: its not a
perfect world



How do we do it?

“Discard is the most effective compression.”

Be selective (for an http example)

1. Remove redundant header information
2. Temporally compress header information
3. Extract http transactions from data stream
4. Remove (or summarise) uninteresting information (consider the use)



How else?

"A problem shared is a problem halved."

Split the workload

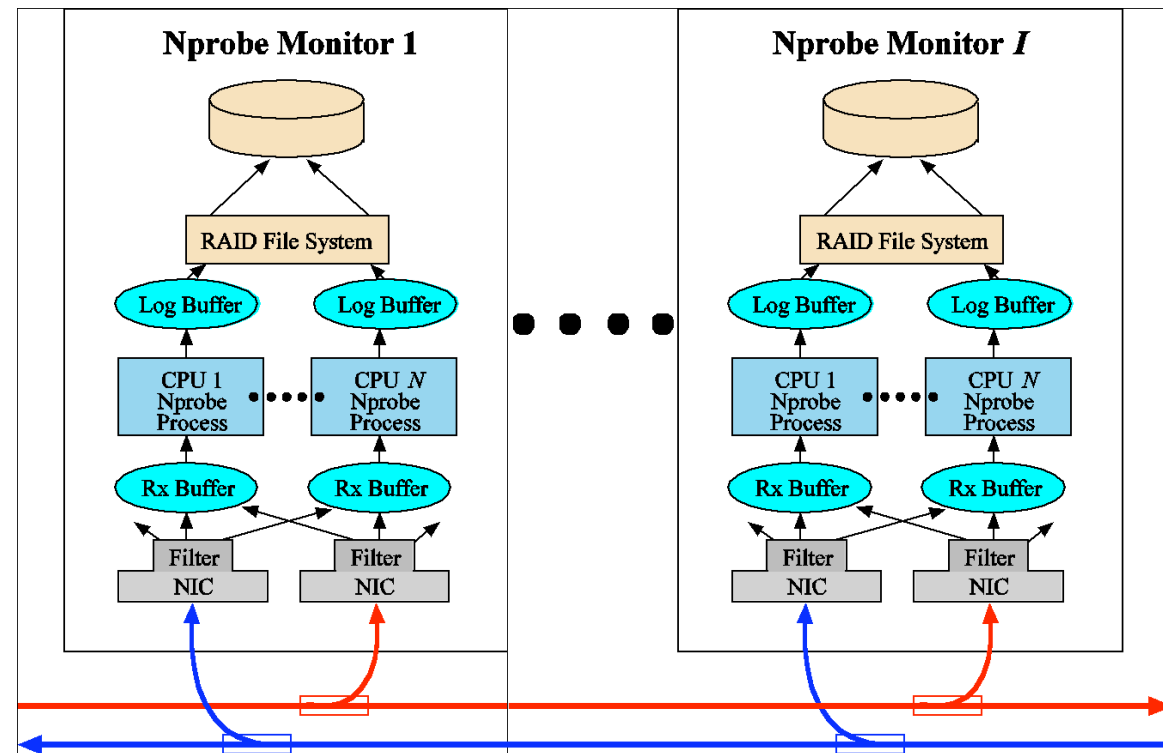
λ among CPUs

λ among machines

Problems?

λ Complex filter design made easier using ongoing measurements

Limitations?





Limitations Abilities

- λ Host-host data must be less than or equal to the capacity of a single monitor (CPU)
- λ No monitoring DataTAG 10 Gbps host-host experiments
- λ For ISP and dial-up or cable modem last-miles, as well as with (UK) academics with 100 Mbps to the desktop, this approach works
- λ Target deployment has $\times 10,000$ of flows and the monitor is close to the server or close to the client (on access/choke-points).



Example 1: Modelling TCP Connections

- λ Dynamic model of TCP connection activity
 - λ Input from probe-collected data
 - λ Packet timings
 - λ Packet header data
 - λ Higher level protocol activity
 - λ Output — identified, differentiated and quantified
 - λ Network times
 - λ TCP Artefacts
 - λ Application delays



Causative Associations

- λ Probe sees TCP packets traveling to host and those returning
 - λ Arriving packets
 - λ Modify host TCP state
 - λ Cause work to be done
 - λ Trigger transmissions — **causative associations**
 - λ Drive model
 - λ Departing packets
 - λ Verify/modify model
 - λ Are arrivals at peer



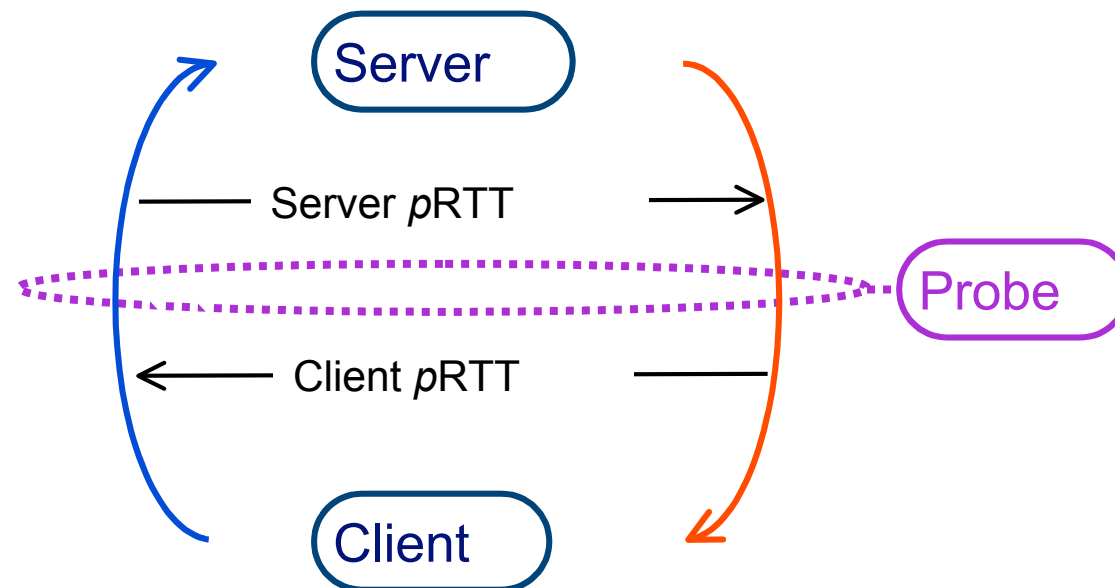
Example 1:

- λ ACK packet arrives during slow start
 - \ sender's congestion window expands
 - \ releases flight of data segment packet(s)
- λ Data segment N arrives $\{N \bmod 2 = 0\}$
 - \ ACK released
- λ Data segment N transmitted
 - \ data segment N+1 released
- λ HTTP request arrives
 - \ First packet of response released (after delay)



Partial Round Trip Times

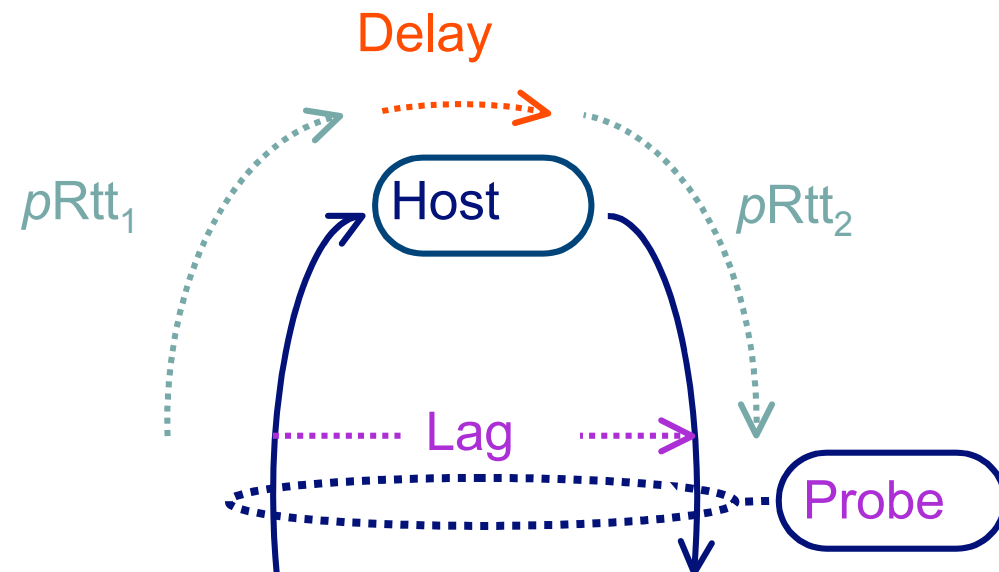
- λ Probe can be anywhere
 - λ Hence deal in p RTTs)
 - λ Can glue them together





Lags, Delays and p RTTs

- λ For causative associations
 - λ $\text{lag} = p\text{RTT} + \text{delay}$
 - λ If no delay:
 - λ $p\text{RTT} = \text{lag}$
 - λ If delay:
 - λ interpolate $p\text{RTT}$
 - λ Calculate delay
 - λ Model informs





pRTT Drawbacks/Restrictions

- λ Only works in slow-start, thus relies on longer data flows
- λ relies on implementation “inside knowledge”
fortunately only a few implementations (BSD derivative, Linux derivative, Microsoft derivative)

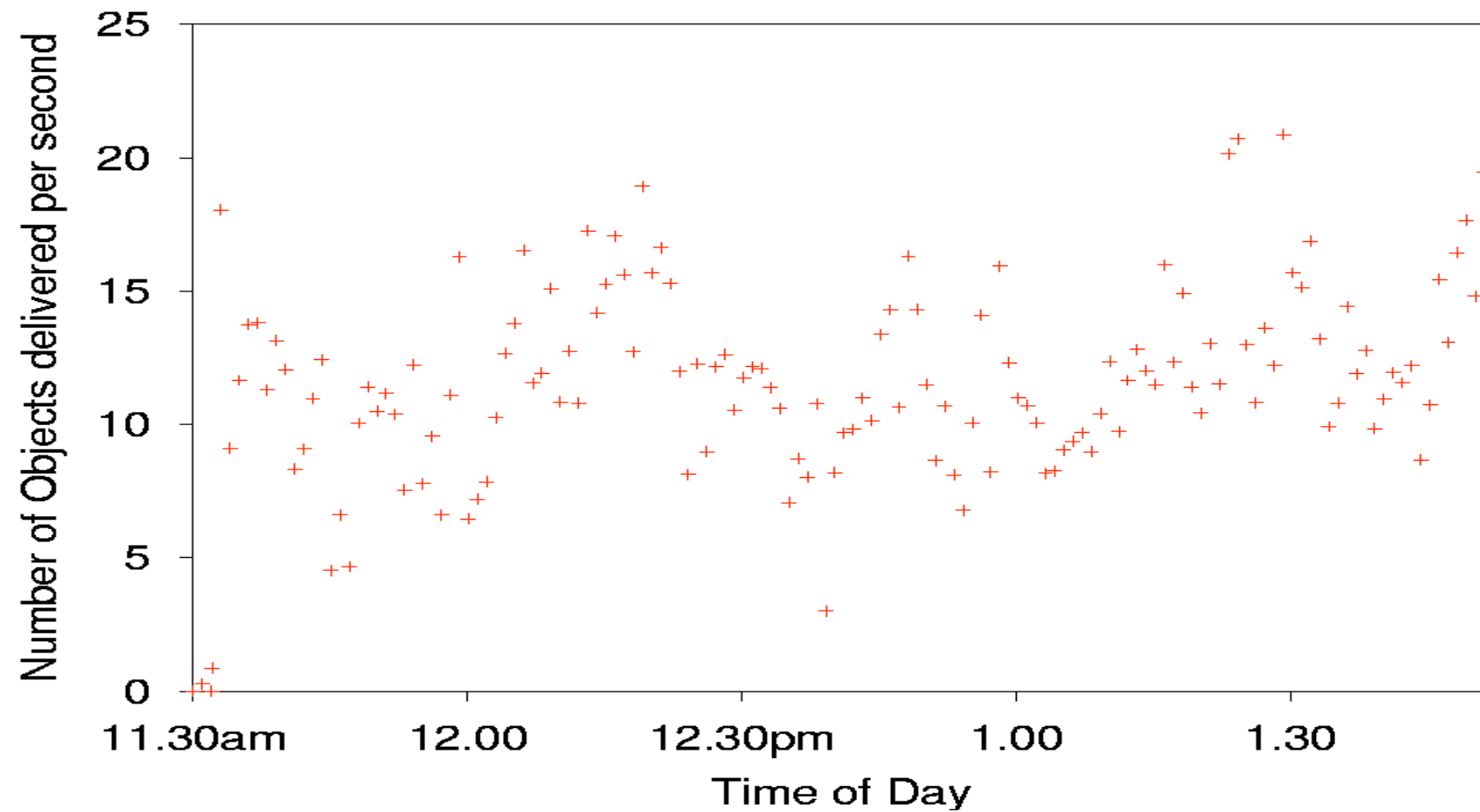


Results — Live Traffic

- λ All HTTP traffic to BBC news server from University site
 - λ 24 Hour trace
 - λ Results for period 1130 – 1350
 - λ Expect load increase as users browse during lunch break
- λ Independent of local load
- λ Look at SYN re-transmissions

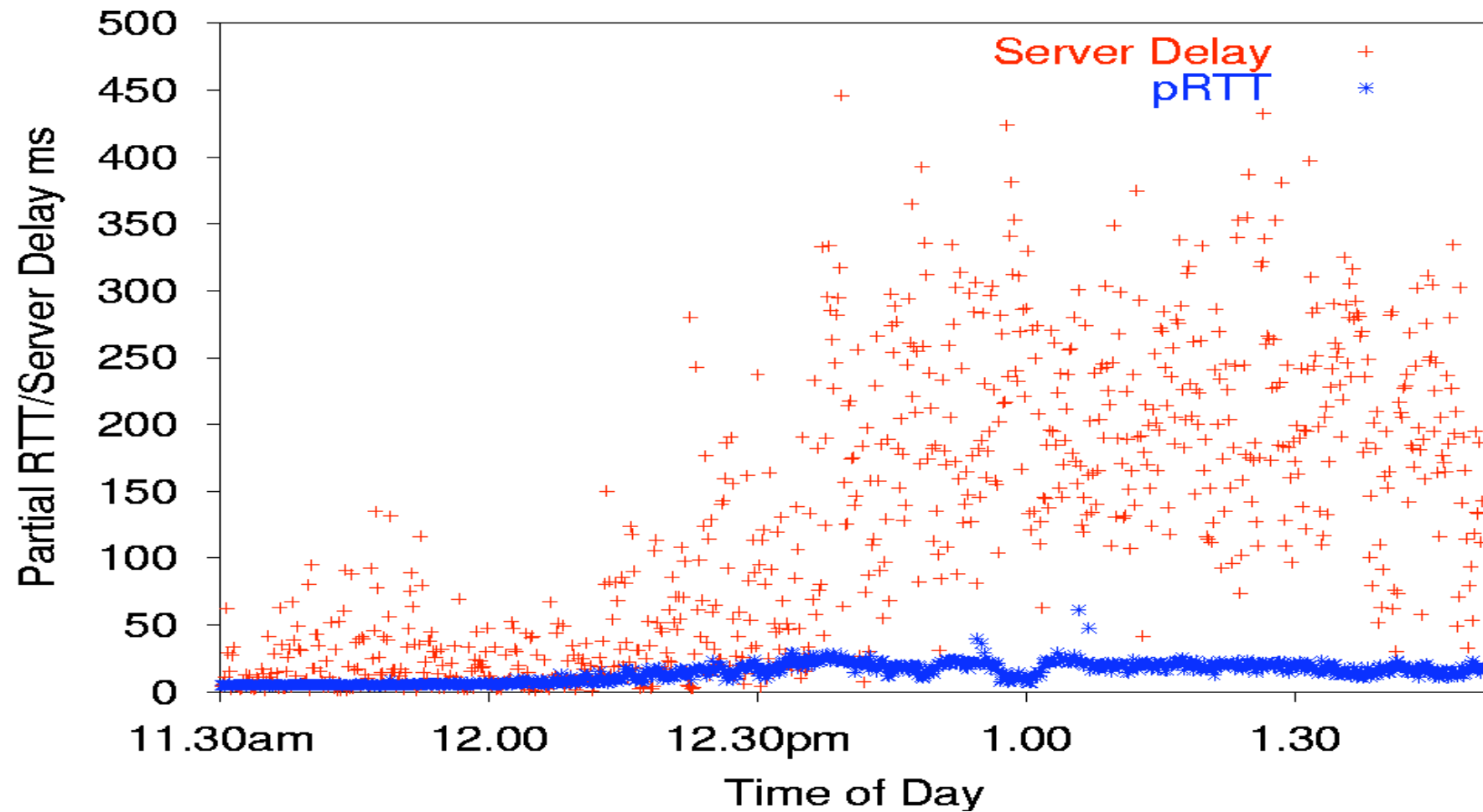


Local Load — Live Traffic



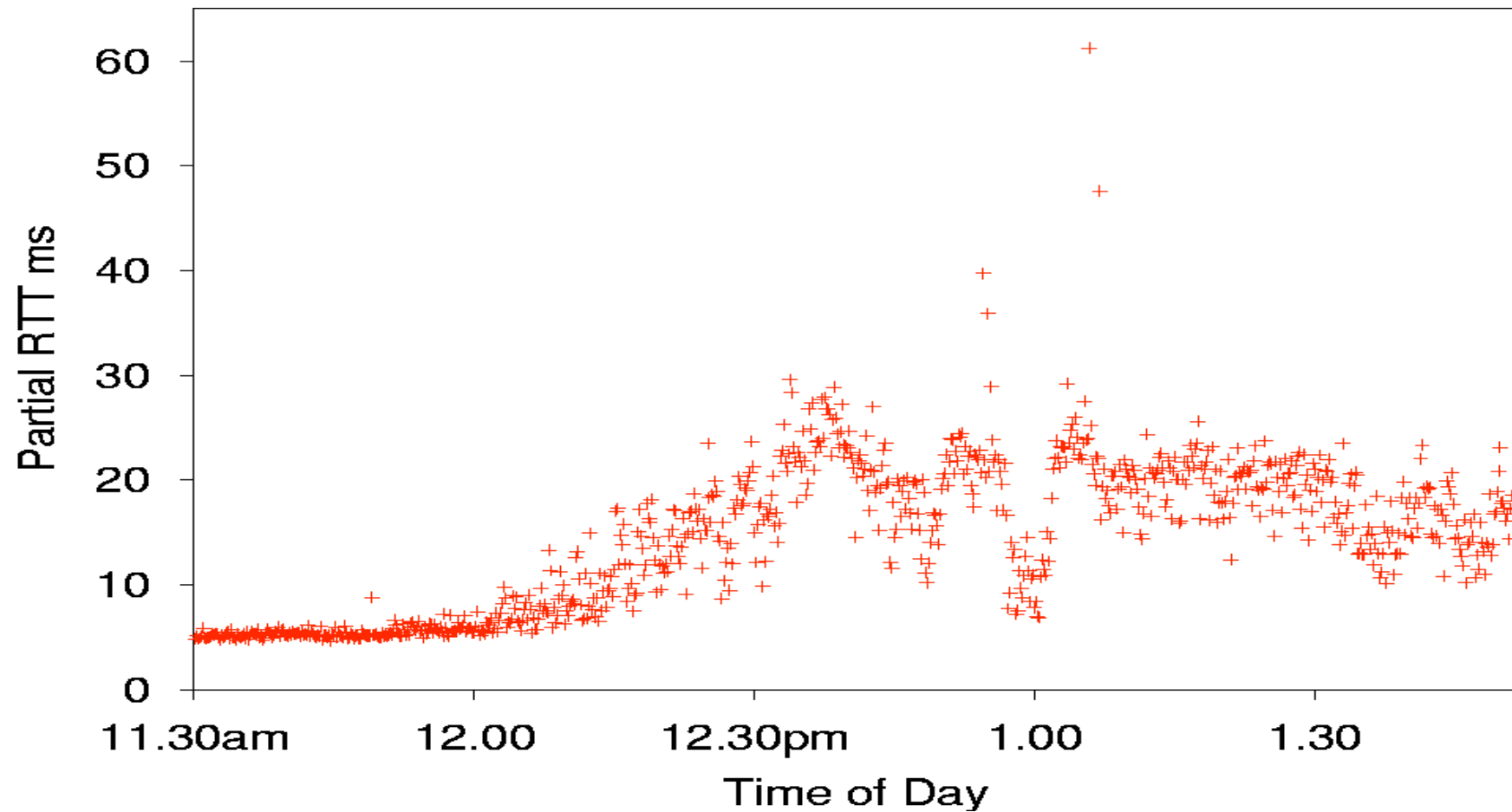


Server Delays and p RTTs



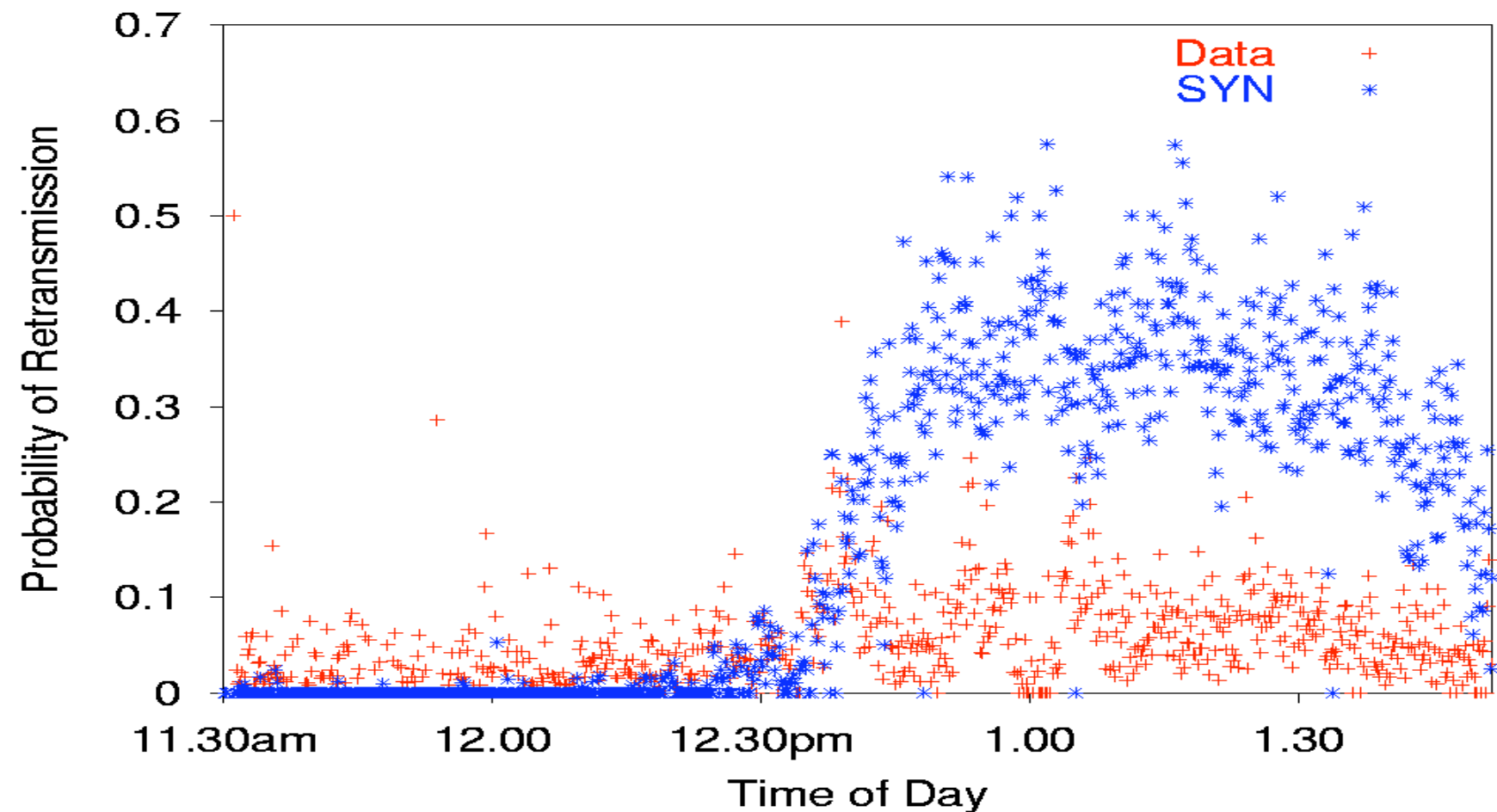


Server p RTTs — Live Traffic



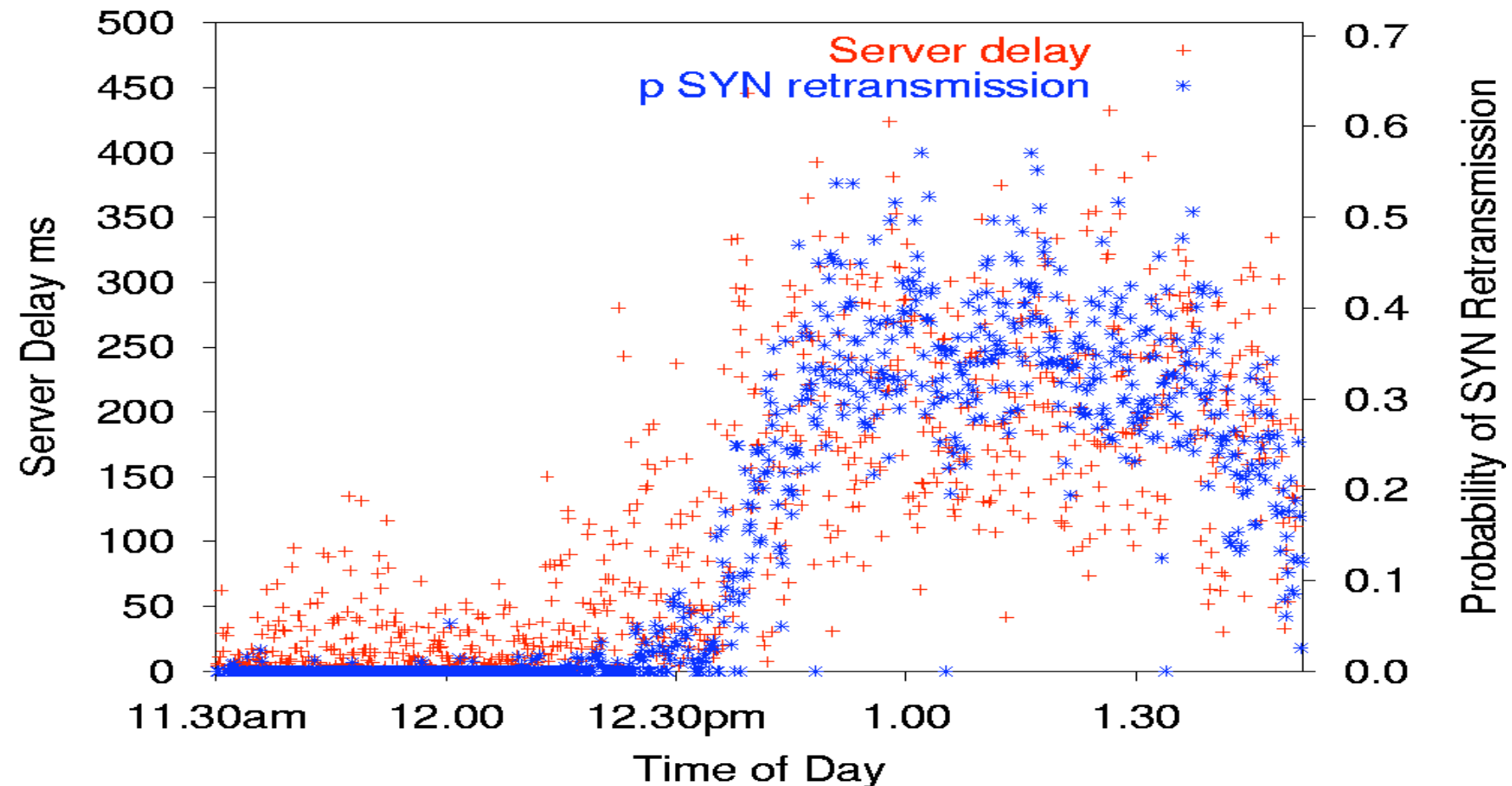


Probability-of-Retransmission





Server Delay and p-SYN Retransmission





Behaviour Summary

- λ By observing a combination of TCP and HTTP protocols simultaneously, we:
 - λ determine the type of load-shedding this website uses.
 - λ understand diminished performance in the face of no local network effects.
 - λ Draw conclusions on the impact this approach (to load-shedding) has on persistent vs. non-persistent (compared with a nominal 25%, this site had less than 5% persistent)



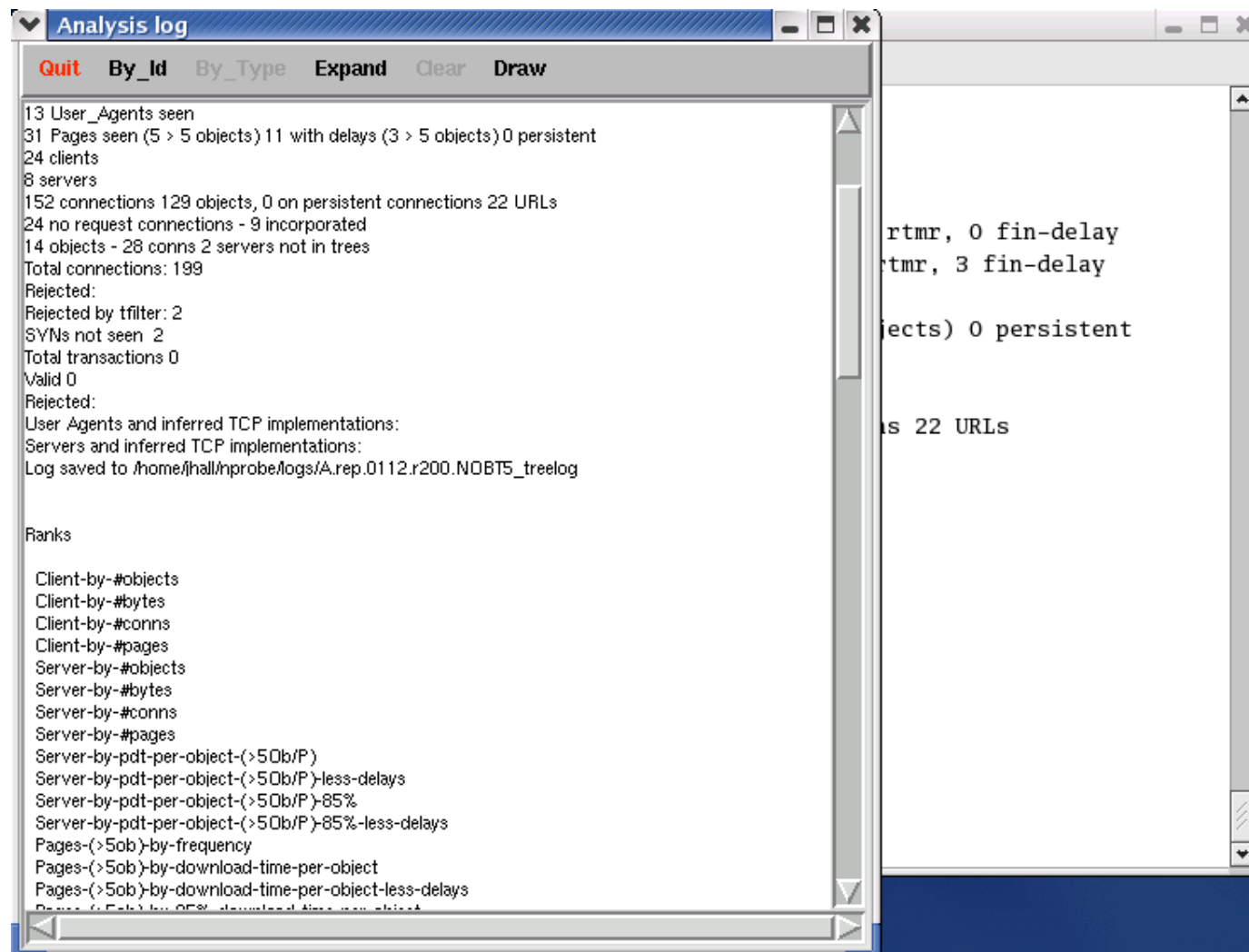
GRIDprobe Visualization Tools

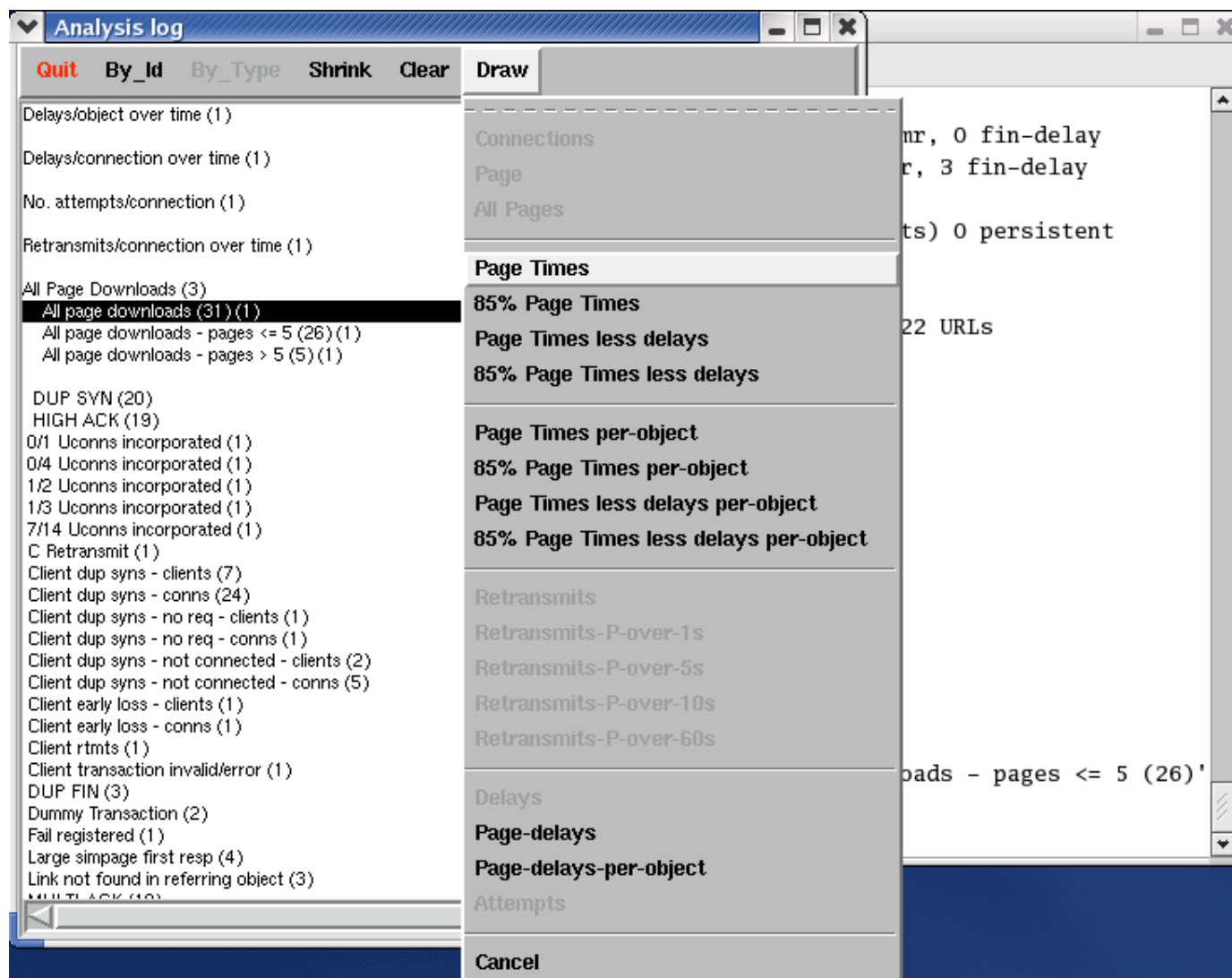
- λ Reads the stored format – the stored format is already partially processed
- λ Extracts features of interest (timing, packet headers,...)
- λ Constructs relationship trees for (web) pages
- λ provides:
 - λ interactive data plotter (ala gnuplot++)
 - λ tcp connection plotter
 - λ web transaction plotter

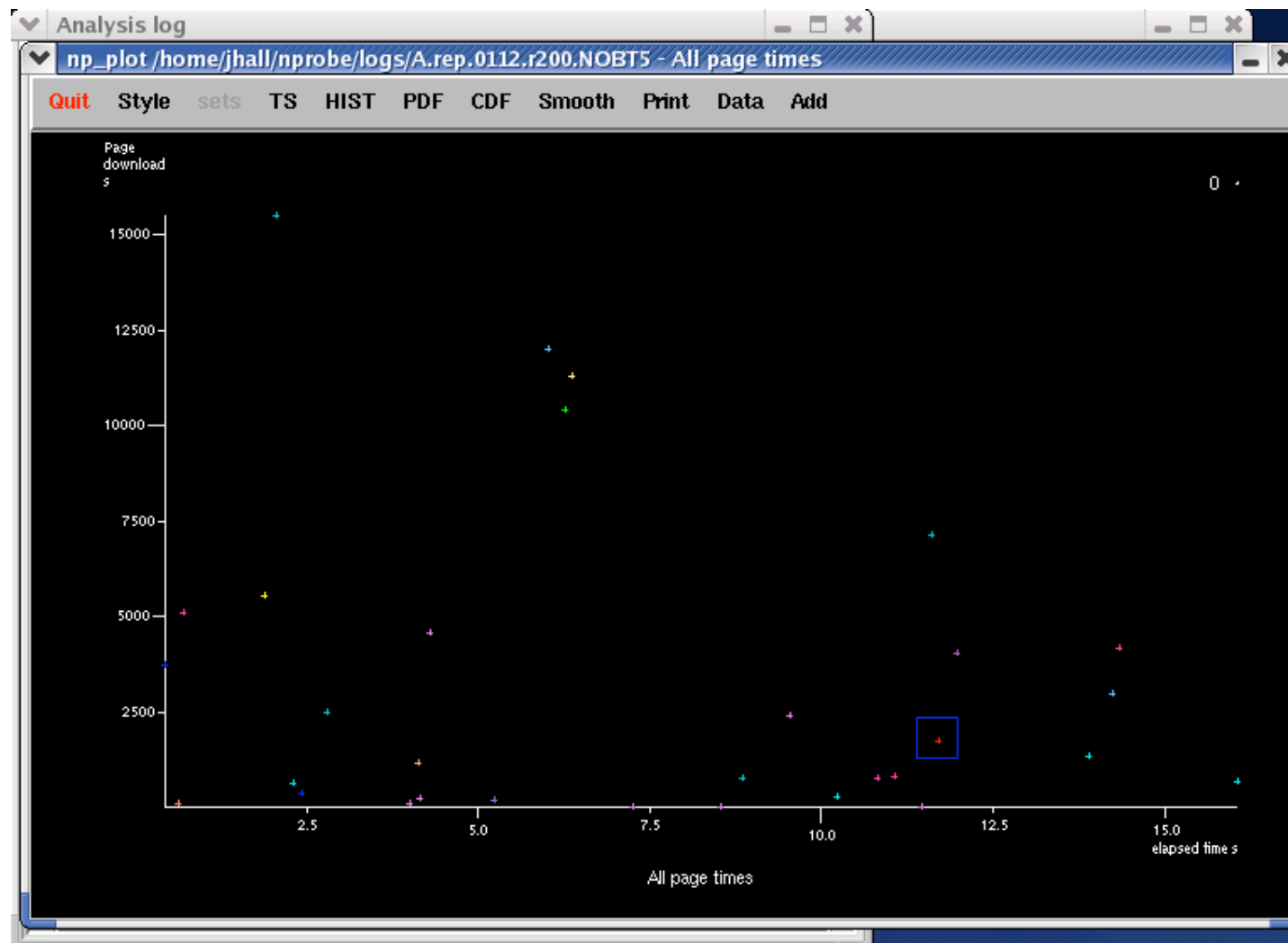


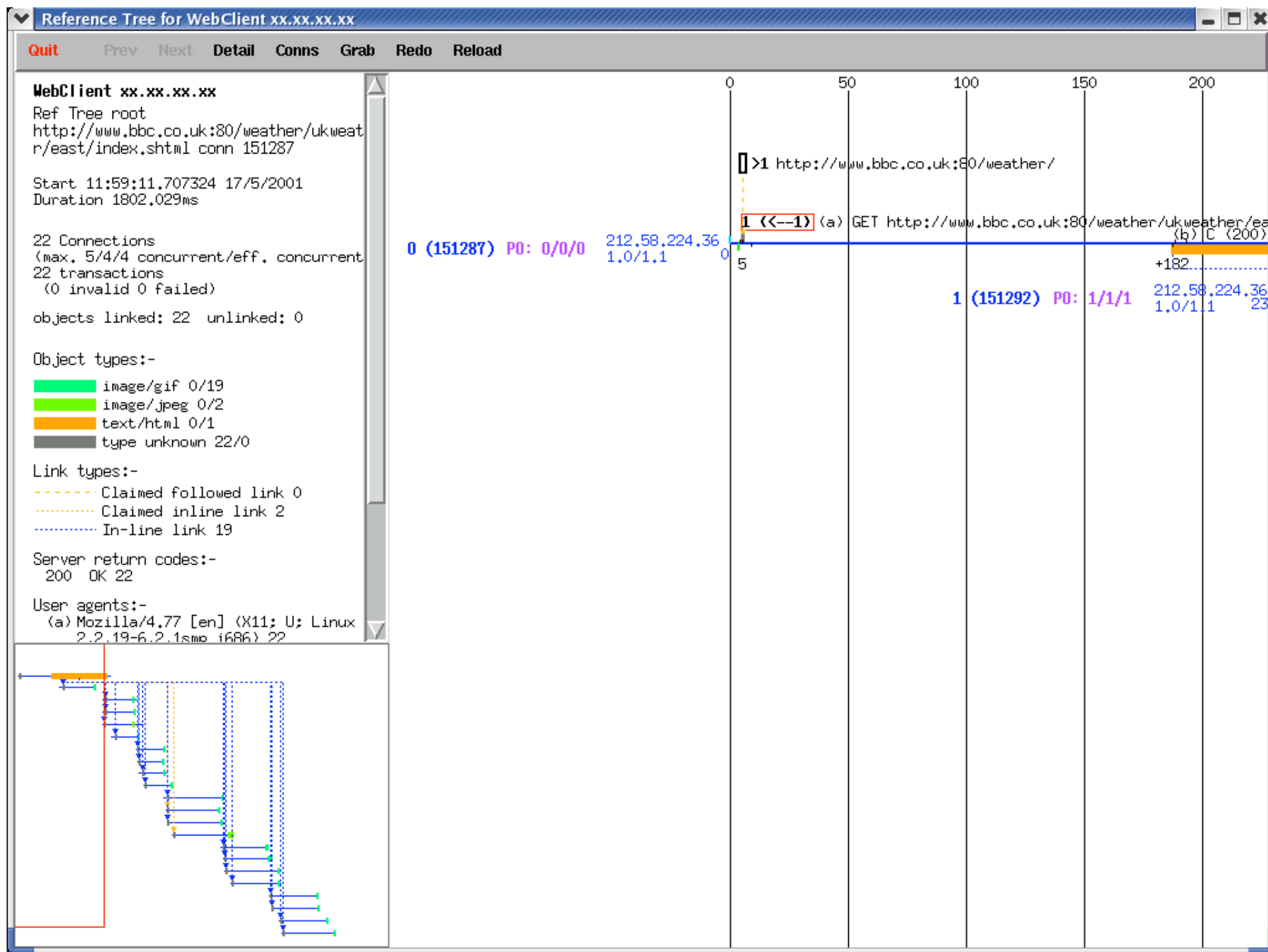
Why?

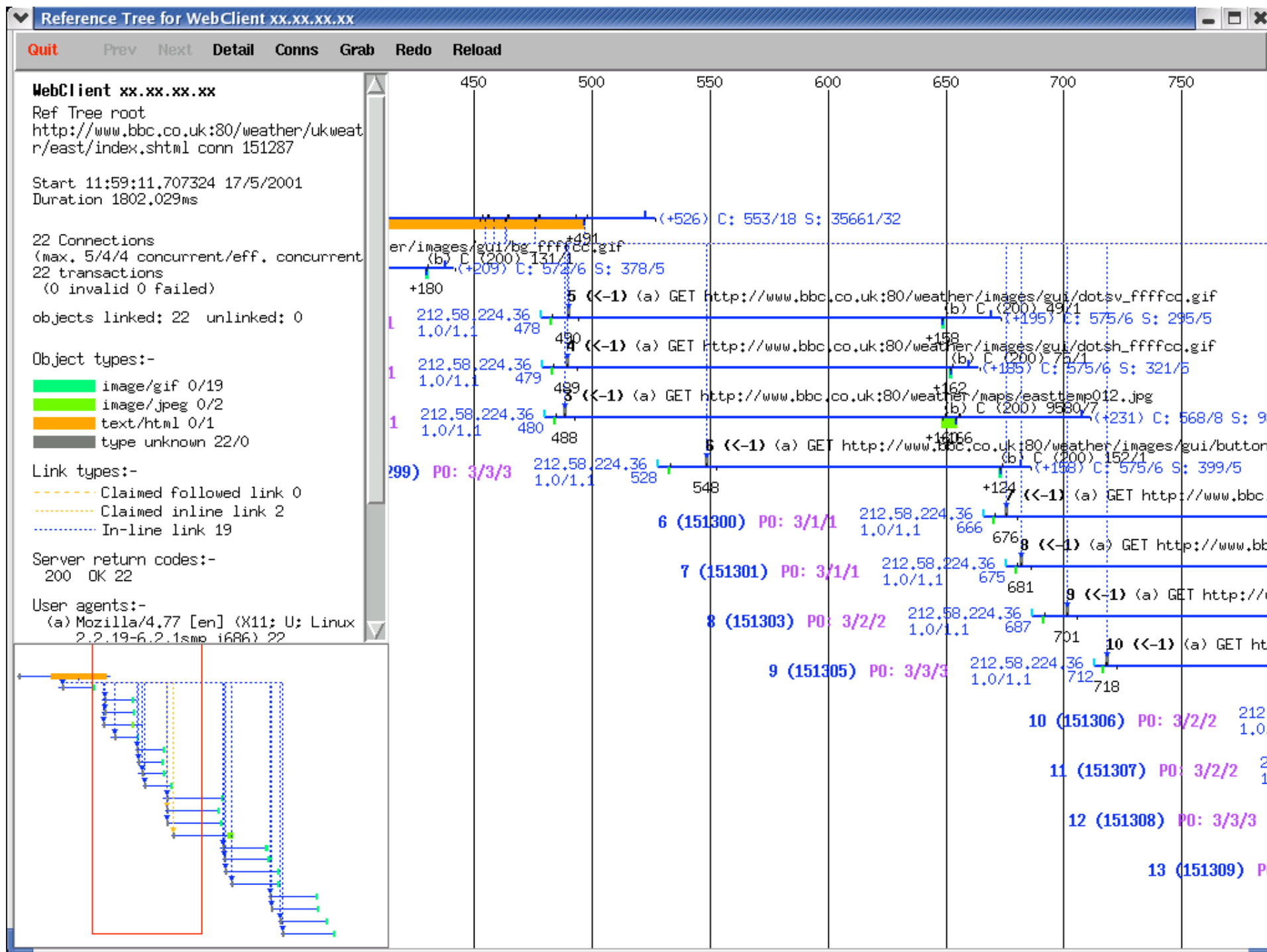
- λ Aids understanding
 - λ of observed behaviour,
 - λ and trends
- λ Teaching tool
- λ Debugging tool
- λ Maintains relationship between layers
 - λ tcp/ip ... http/html ... coarse statistics

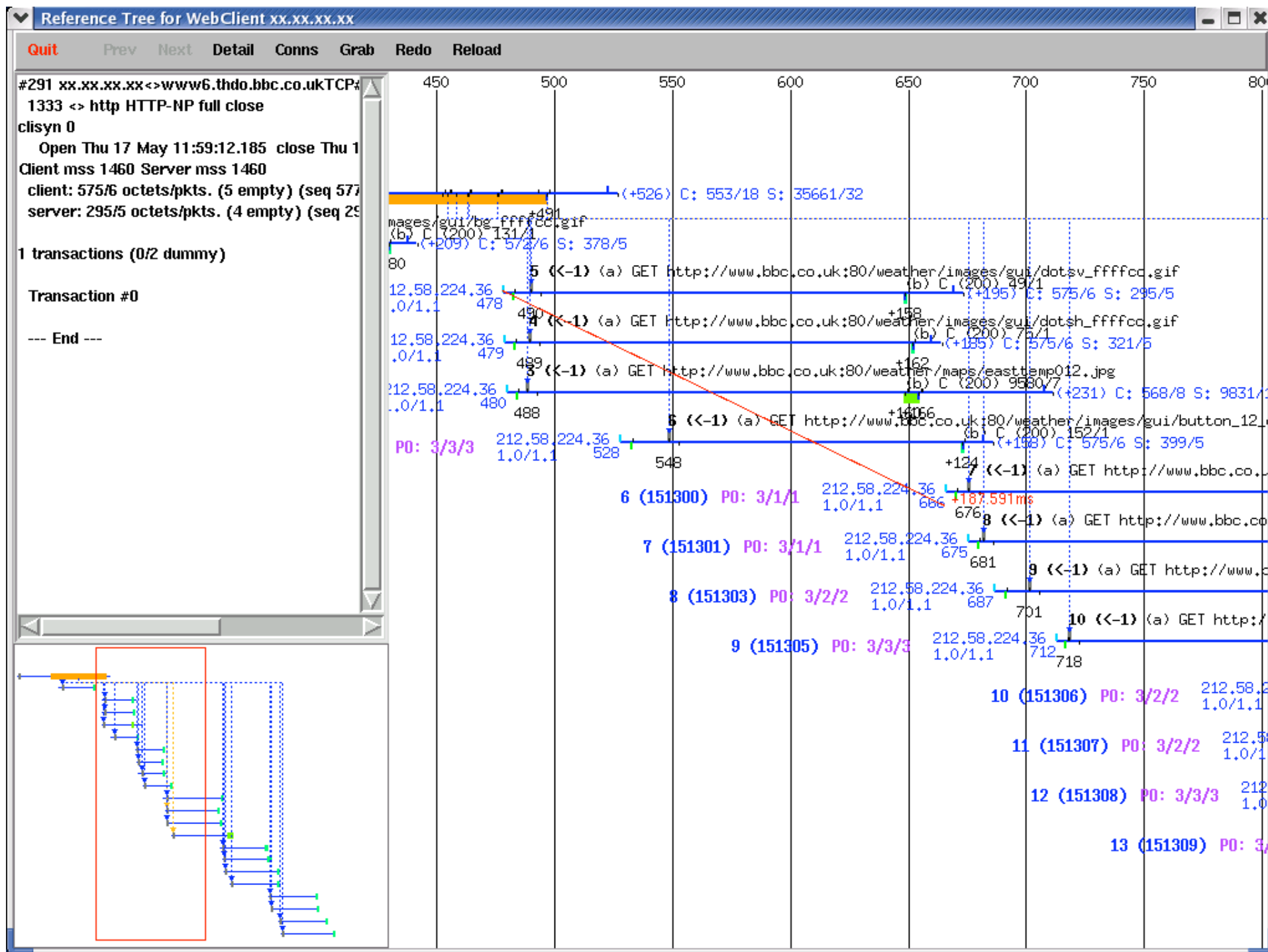


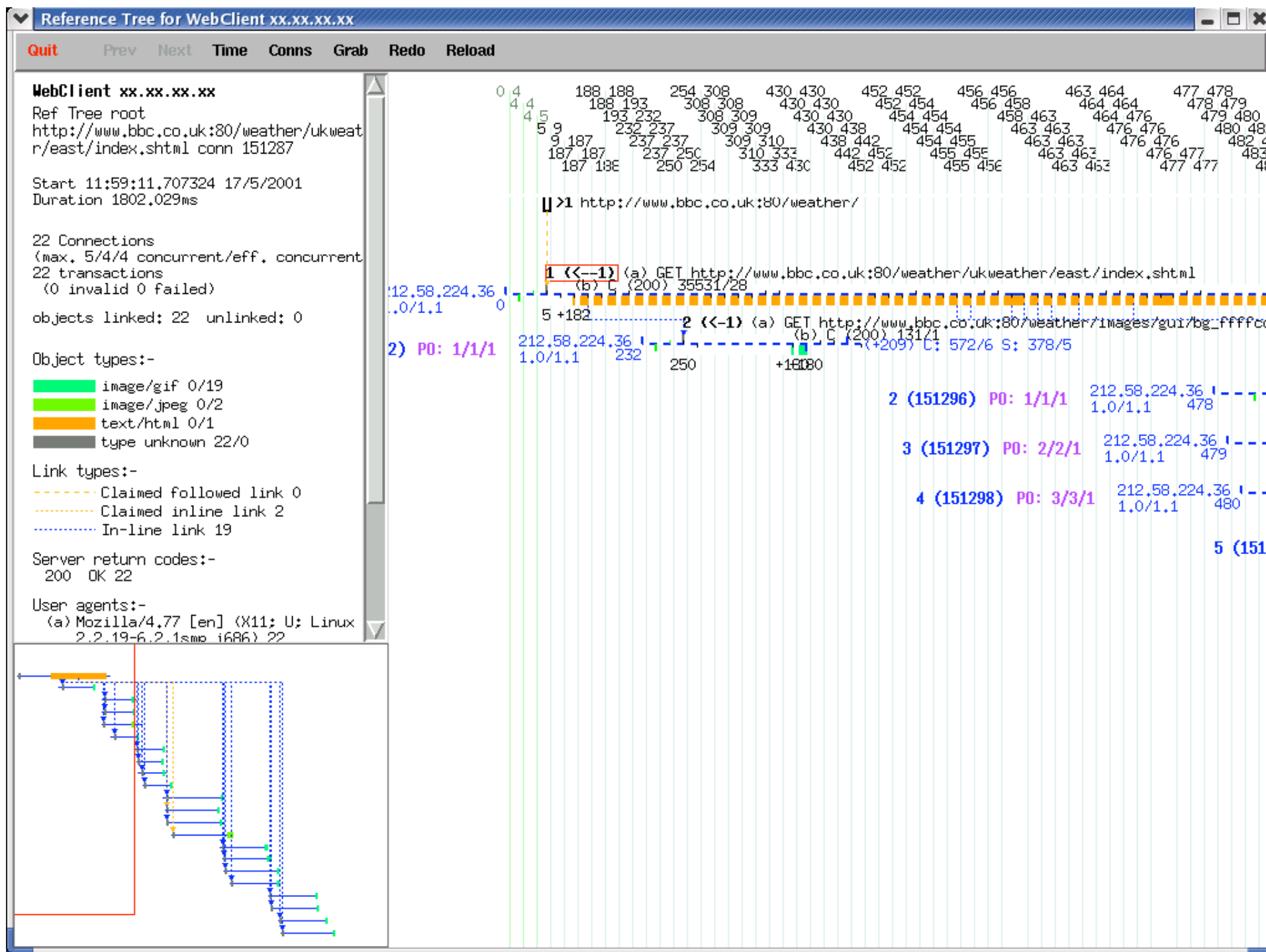


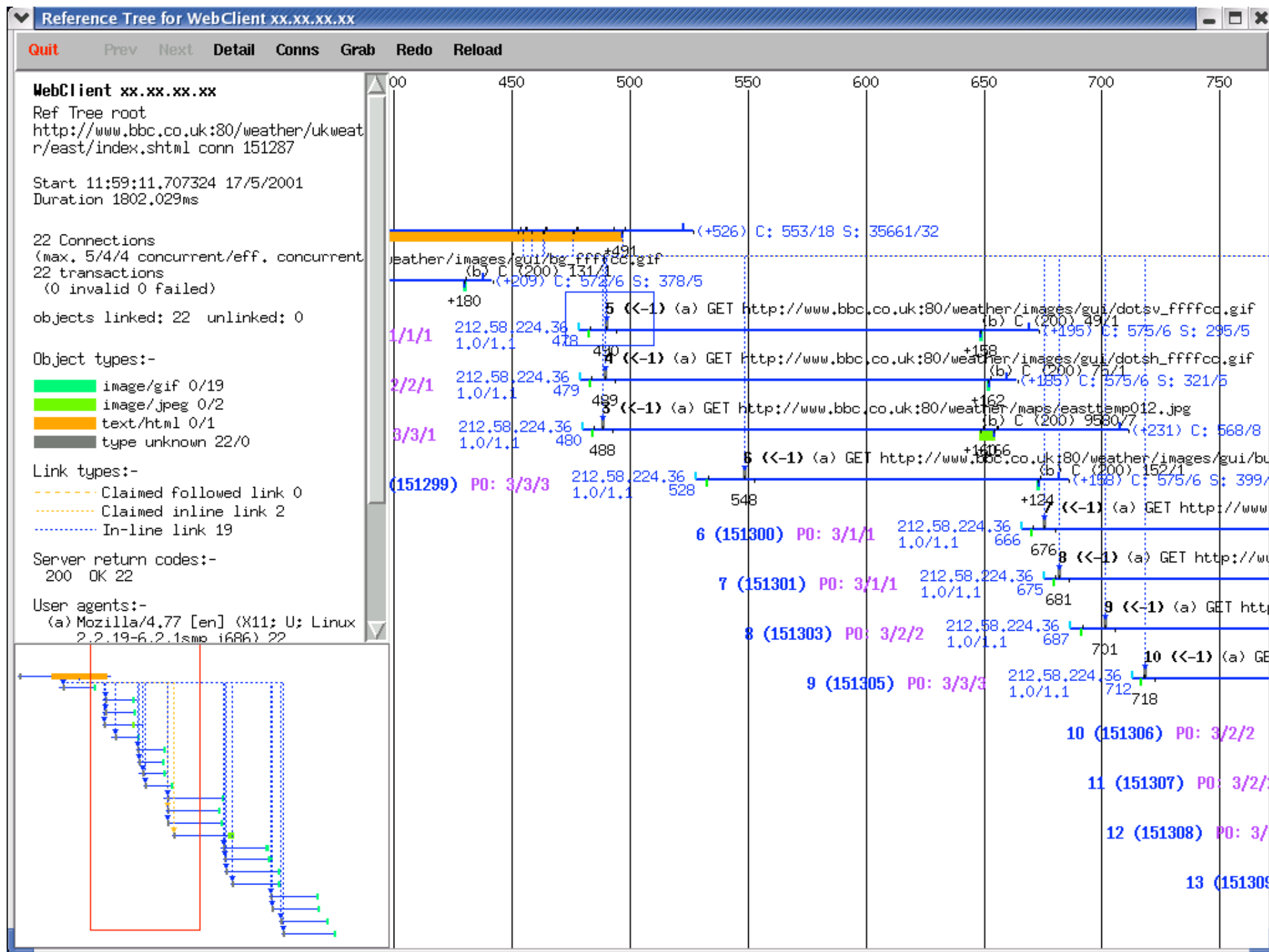


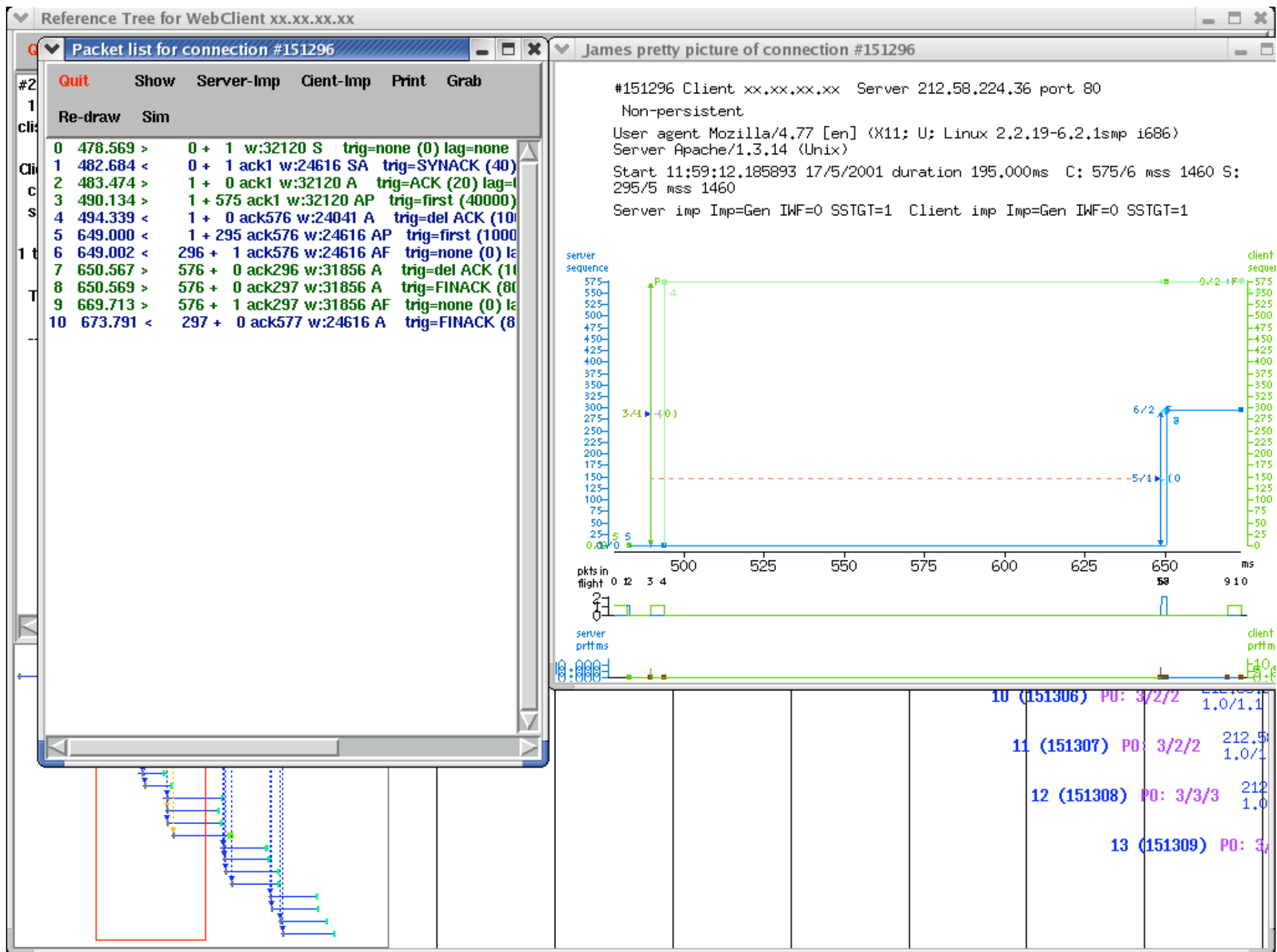












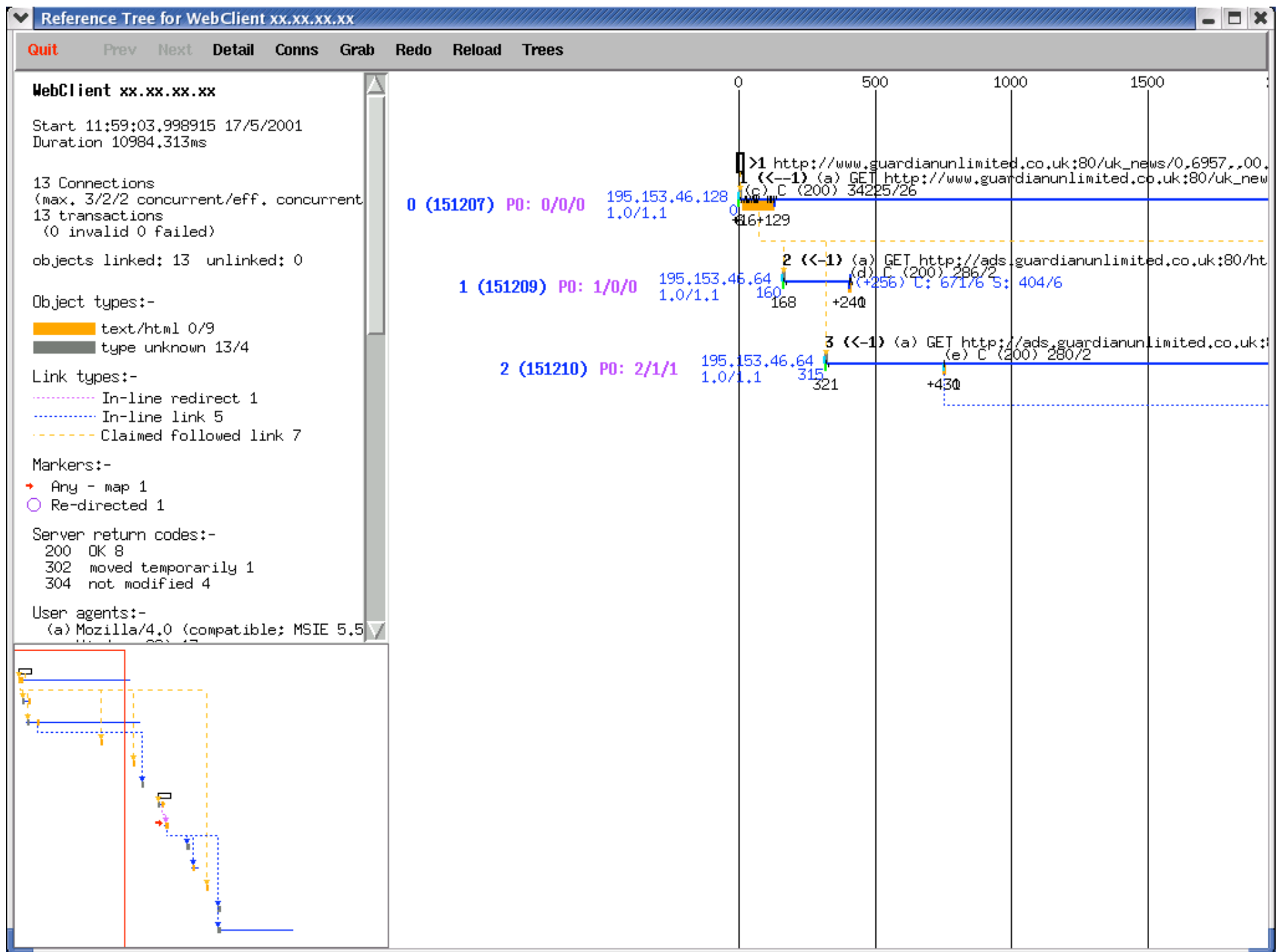
Analysis log

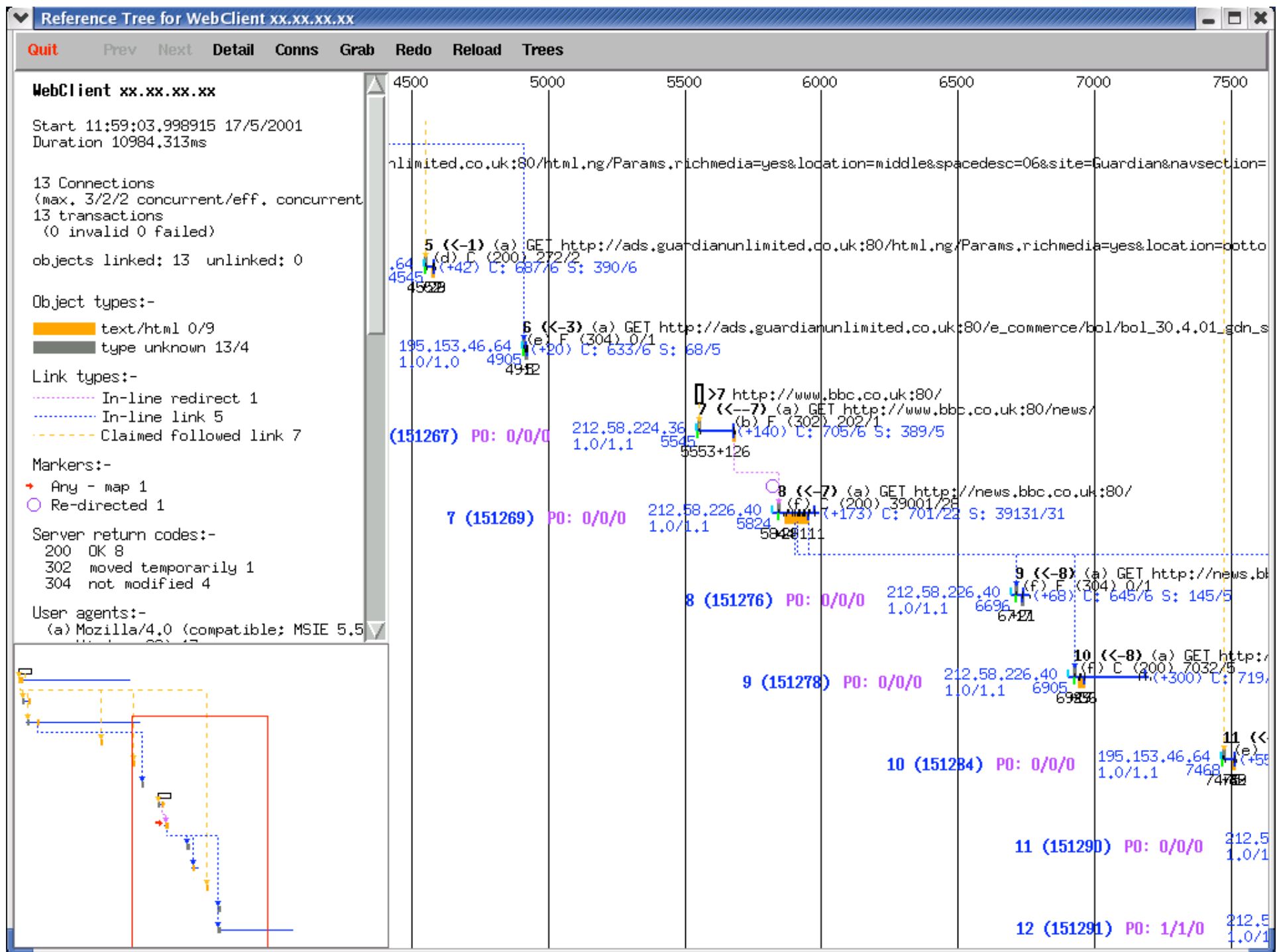
QuitBy_IdBy_TypeShrinkClearDraw

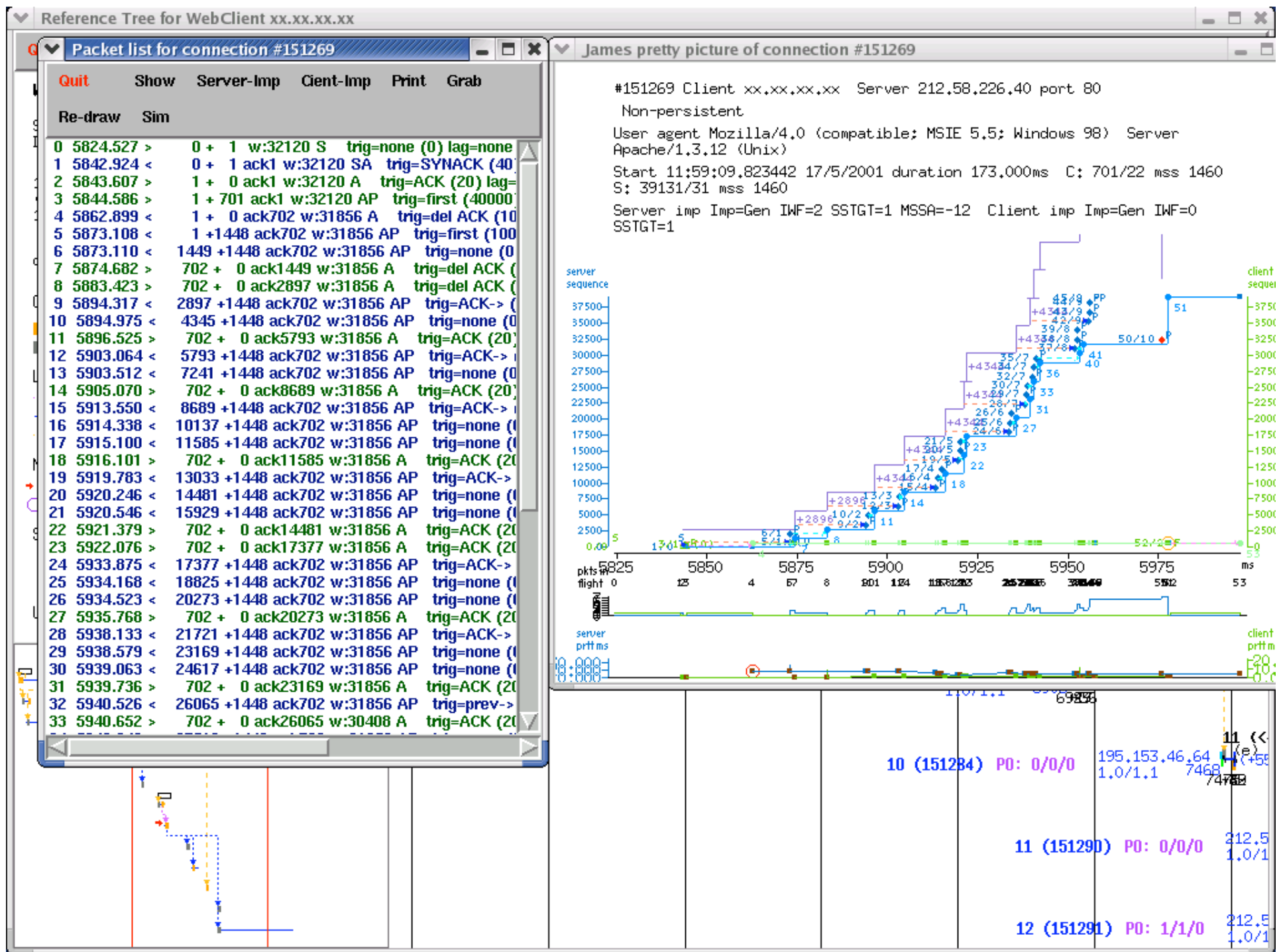
No request - conns (2)
No server data packets (3)
No server data packets - conns (25)
No server response - clients (1)
No server response - conns (1)
No transactions (9)
Not connected - clients (4)
Not connected - conns (22)
Poss fast-rtmt (3)
Redirection (3)
XX.XX.XX.XX
XX.XX.XX.XX
XX.XX.XX.XX
S MSS adjusted (5)
S Retransmit (5)
S short segment (13)
SEG AFTER RELEASE (2)
SEG END EXCEEDS HIGH RELEASE (1)
Seen (24)
Server delayed fin - clients (2)
Server delayed fin - conns (3)
Server early loss - clients (1)
Server early loss - conns (1)
Server late loss - clients (2)
Server late loss - conns (4)
Server long rtmt - clients (1)
Server long rtmt - conns (1)
Server rtmts (7)
Set_IW - rel_highseq = 87802742 snd_nxt = 87793982
Set_IW - too many initial releases (1)
Unlinked object (10)
Zero client IWF (111)
Zero server IWF (90)
Zero window (32)
rtmt already ACKd (4)

Connections
Page
All Pages
Page Times
85% Page Times
Page Times less delays
85% Page Times less delays
Page Times per-object
85% Page Times per-object
Page Times less delays per-object
85% Page Times less delays per-object
Retransmits
Retransmits-P-over-1s
Retransmits-P-over-5s
Retransmits-P-over-10s
Retransmits-P-over-60s
Delays
Page-delays
Page-delays-per-object
Attempts
Cancel

1335000/images/_1335019
1335000/images/_1335755
~~~~~  
~~~~~







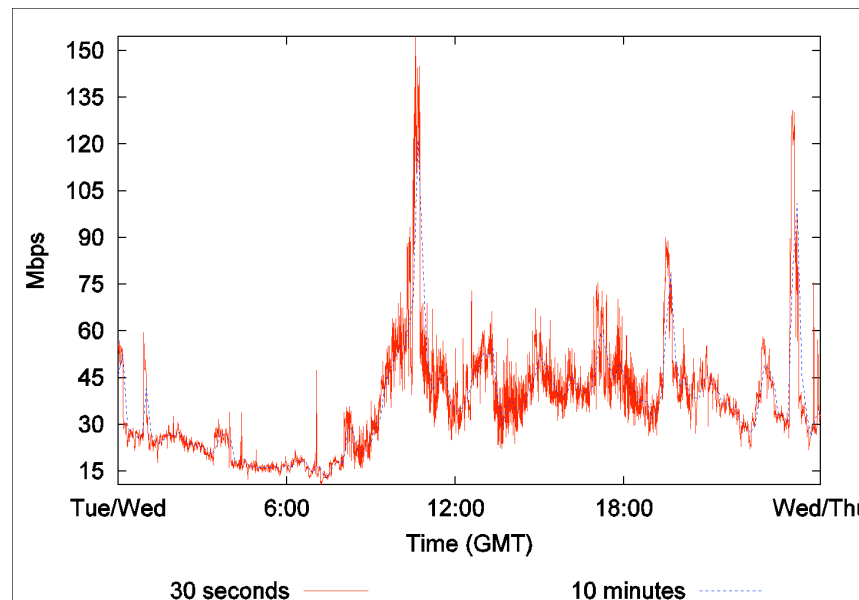


Example 2: Experiences at a GRID Access Point

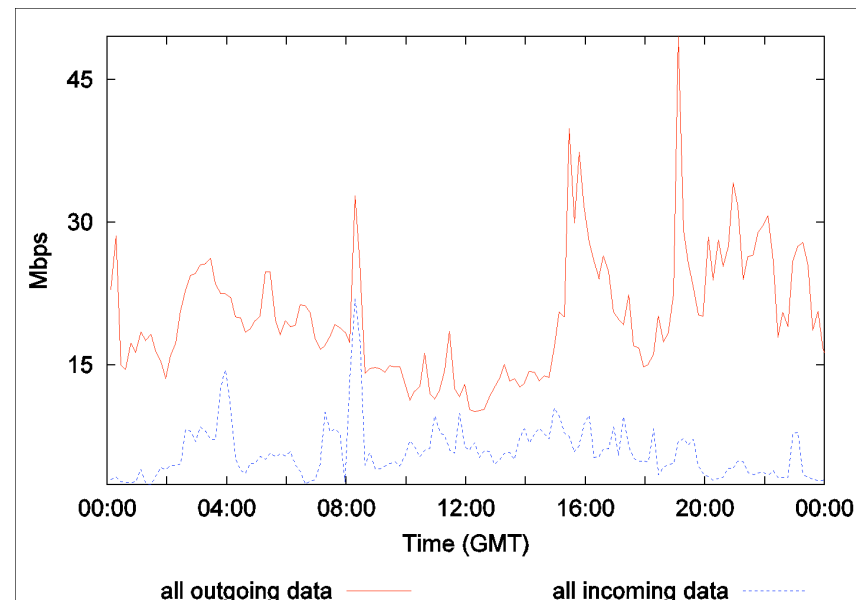
- λ Research community of 1,000 on their own campus
- λ Significant (unique) data provided by this site to the world community
- λ One of three sites where data is continuously updated – so data is continuously transferred between partners and downloaded by collaborators



Traffic to/from access point



Total Link traffic



Each Direction

Contrasting port and content based classification



| | Port-based | | Content-based | |
|-------------|------------|-------|---------------|-------|
| | Packets | Bytes | Packets | Bytes |
| BULK | 49.97 | 45.00 | 65.06 | 64.94 |
| DATABASE | 0.03 | 0.03 | 0.84 | 0.96 |
| GRID | 0.03 | 0.07 | 0.00 | 0.00 |
| INTERACTIVE | 1.19 | 0.43 | 0.75 | 0.39 |
| MAIL | 3.37 | 3.62 | 3.37 | 3.62 |
| SERVICES | 0.07 | 0.02 | 0.29 | 0.28 |
| WWW | 19.98 | 20.40 | 26.50 | 27.60 |
| UNKNOWN | 28.36 | 30.44 | - | - |
| OTHER | - | - | 3.20 | 3.11 |



Overheads vs. Accuracy

From Moore, Papagiannaki submission to IMC

(measures in packets)

| Method | UNKNOWN | Correctly Identified |
|----------------------------------|---------|----------------------|
| Port | 29% | 71% |
| 1KB Signature | 24% | 74% |
| 1KB Protocol Parse | 19% | 81% |
| Important flow Assembly/Parse | 1% | 98% |
| Full Assemble/Parse | 0% | 100% |



Classification Surprises

- λ Significant asymmetry to/from site
- λ Port-based classification was **so** wrong
- λ Considered the most important node for it's work yet,
- λ No GRID-application traffic!

It was all GRID web services or FTP traffic
(For the GRID community this was surprising,
for the rest of us – less so.)



Conclusions

- λ Our approach is sound: the implementation works and has been perfectly satisfactory for the environments into which we have deployed
- λ Clear avenues of development are available to us
- λ Further work with deployments will provide input to this work and provide data for other projects too



What have we learnt?

- λ Always things to improve:
 - λ hardware
 - λ optimization

- λ Important to remember:
 - λ compression of between 1:12 and 1:50 is achieved
 - λ output data is all ready for off-line processing



Next...

- λ Continue work to identify and quantify GRID and Internet applications:
e.g., Access GRID

- λ Evaluating 10 Gbps scheme
 - λ using test environments
 - λ considering deployment (10Gbps surprisingly uncommon)



Enabling...

- λ Using of 10Gbps for the new UKLIGHT testbed – following the growth from implementation to deployment into full use.
- λ Current work enables us to assess suitability of Peer-2-peer algorithms for distributing data currently shared using FTP...

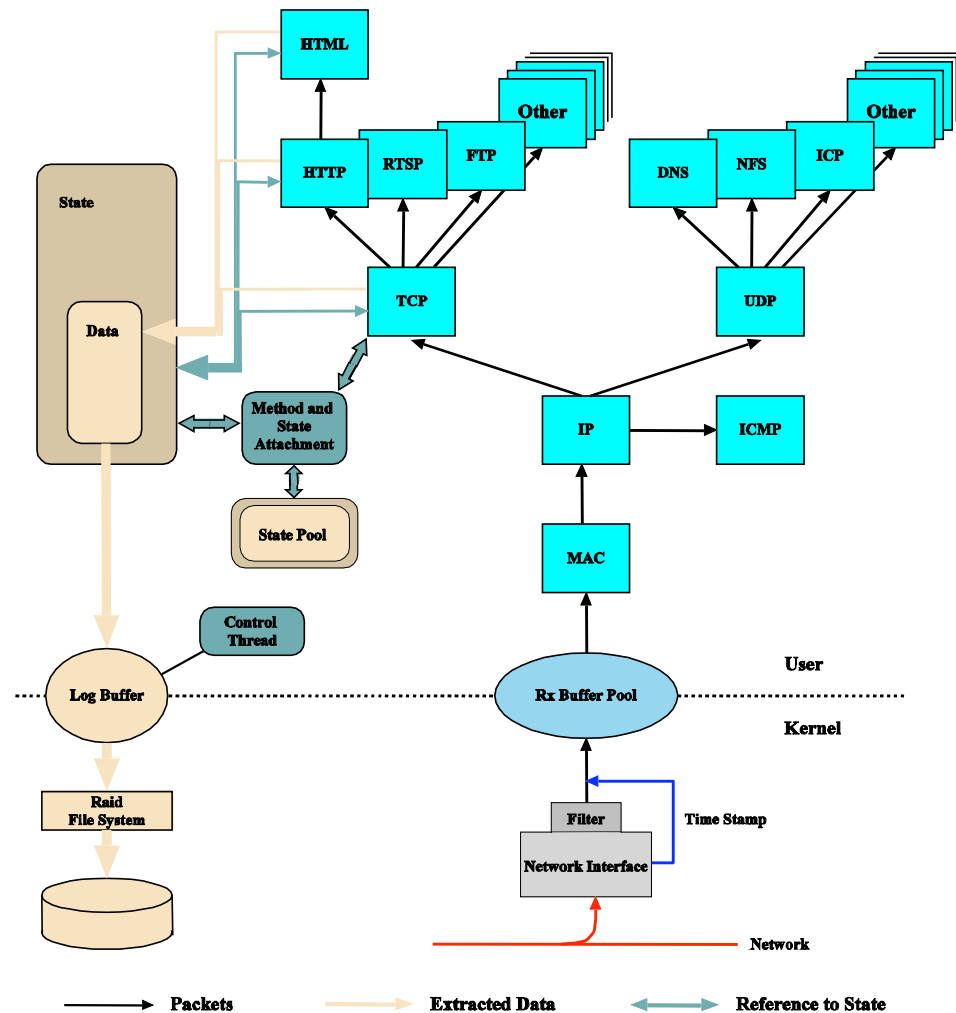


Backup slides



Architecture

- λ Data driven model
- λ Single-thread model to maximize efficiency
- λ Avoid memory copy when practical





Monitor / Hardware

Objective: use commodity hardware even the NIC

- λ modify the firmware rather than building hardware
- λ add/use time-stamping – currently 1_s
- λ perform filtering on card with minimal overhead
- λ Current 1Gbps cards supported:
 - λ Alteon / 3Com 3c985B
 - λ SysKonnnect sk98xx



Monitor / Hardware Filtering

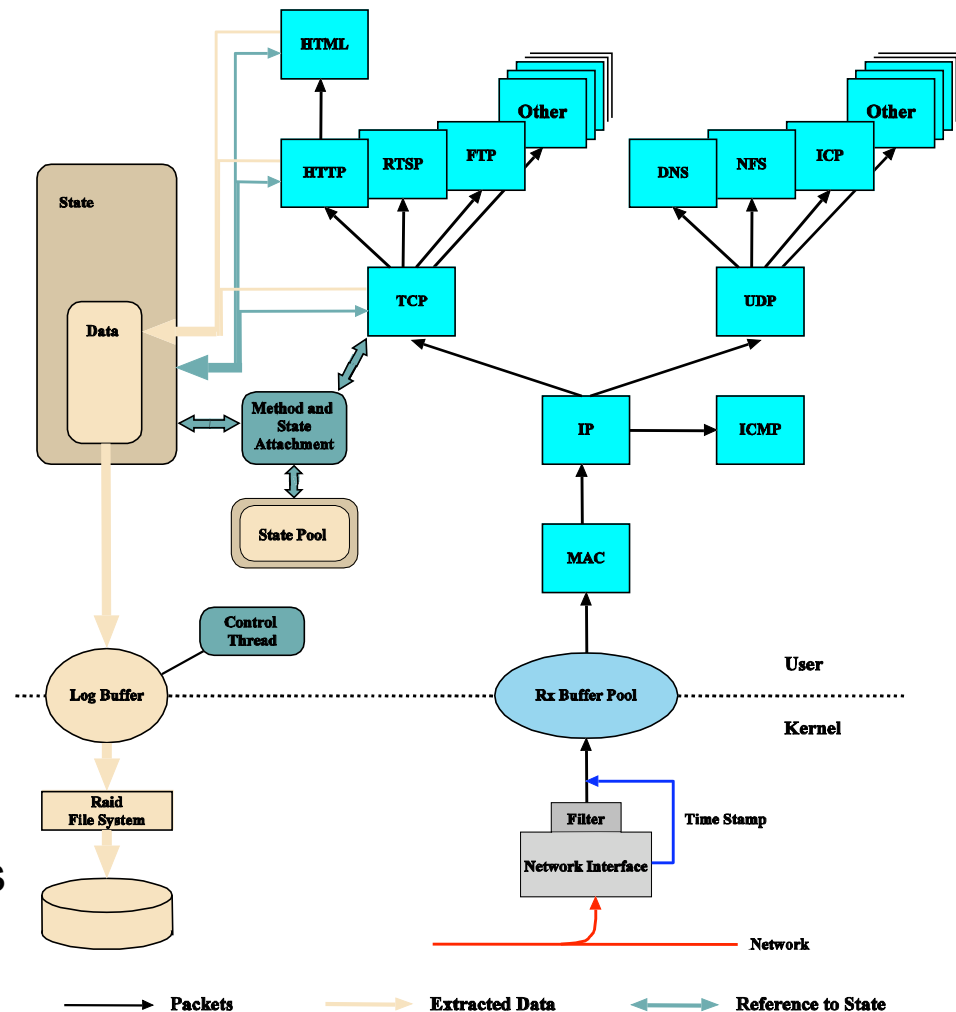
- λ Using hash of XOR of SRC/DEST as a selection criterion:
 - λ our approach works best when both directions of traffic are kept together.
- λ Work in progress
 - λ how often do we need to update filters?
 - λ what can we optimize filters for:
 - λ filter size?
 - λ packet distribution?
 - λ equalizing flows? packets? bytes?
 - λ This problem is common to the load-sharing community



Receive FIFO Implementation

Receive Buffer is not a FIFO

- This means that data-processing mechanisms can return data buffers when they are finished
- Out-of-order return allows easier handling of packet loss and packet reordering
- Discards packets when memory runs low
- Implemented to hang on to packets in case of potential use or reuse





Monitor / Processing

Compress/discard where we can:

- λ network, TCP and application layers can each have considerable temporal redundancy
- λ application-specific reductions such as removing the data object from http transactions – we keep a fingerprint of the object so as we can recognise the same object even with different URLs
- λ loss-less compression (lz, gzip, etc.)



Nprobe modules

λ Current

- λ TCP and UDP on IP
- λ HTTP and HTML
- λ DNS
- λ FTP

λ Past (deprecated)

- λ NFS (v2)